TSR

#465

Advanced Dungeons & Dragons®

1 ON 1

ADVENTURE GAME BOOKS

DRAGONSWORD OF LANKEMAR

COMBAT TABLE

Defender

Attacker	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Attacker
1	0	0	0	X	X	0	X	0	X	X	X	0	X	0	0	X	0	X	X	X	1
2	X	*	X	2X	-	X	0	X	X	0	X	X	0	0	0	X	0	X	X	X	2
3	X	0	0	X	0	2X	0	X	0	-	X	-	2X	0	X	X	0	X	0	0	3
4	0	X	X	0	X	2X	0	X	X	0	X	0	2X	-	X	-	0	X	X	0	4
5	0	X	X	0	0	0	X	2X	-	X	0	X	X	0	X	2X	X	-	0	X	5
6	X	0	2X	0	X	X	0	-	X	2X	-	X	X	X	X	0	0	0	0	0	6
7	0	X	-	-	X	0	0	X	X	2X	X	0	0	0	X	X	0	X	2X	0	7
8	0	2X	0	X	2X	-	0	X	-	0	0	2X	0	X	X	X	X	X	X	X	8
9	X	0	0	X	X	0	0	X	X	0	0	-	0	2X	2X	0	0	X	X	X	9
10	0	0	X	0	X	0	2X	0	X	-	X	X	2X	X	0	X	0	X	-	X	10
11	X	0	X	0	*	-	X	-	X	0	X	X	0	X	0	0	2X	0	2X	0	11
12	0	0	0	0	0	0	0	0	2X	2X	-	-	X	X	X	X	X	-	X	X	12
13	0	-	X	2X	X	0	X	X	0	X	X	0	-	-	0	X	0	2X	0	0	13
14	X	0	X	X	0	X	X	0	X	0	X	X	0	2X	-	-	-	X	2X	0	14
15	X	0	2X	X	0	-	2X	-	2X	X	0	X	X	0	0	0	0	0	0	X	15
16	0	X	X	X	2X	X	X	0	0	-	-	X	X	X	0	X	0	2X	X	0	16
17	X	2X	-	-	X	X	0	0	X	0	X	0	X	2X	0	X	0	X	X	X	17
18	0	0	X	0	X	0	X	X	X	0	X	0	0	-	-	X	2X	-	2X	X	18
19	0	0	0	0	-	0	2X	2X	-	0	0	X	X	X	X	X	X	X	0	0	19
20	X	0	X	0	0	0	X	X	X	0	0	X	0	0	0	X	0	X	0	0	20
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	

Instructions for handling combat: See page 6

Definitions of Terms.

X = hit. A hit is scored. Attacker tells defender how many Hit Points were lost due to the attacker's weapon.

0 = miss. A miss means attacker does not cause damage this turn.

2X = double hit. Defender takes double the damage from attacker's weapon.

***** = "Special." Refer to SPECIALS TABLE for your character. See page 157

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